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Chakotay and Command
First officer of the U.S.S. VOYAGER

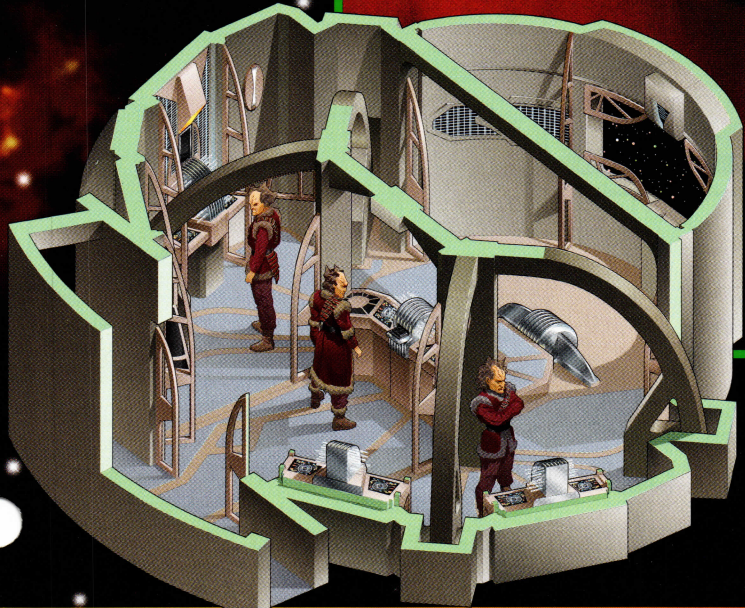


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Martia: Shapeshifter
Changing sides as well as form

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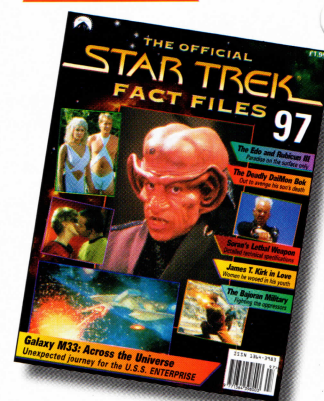
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 8C



THE UNITED FEDERATION
OF PLANETS

ELBA II PENAL COLONY

The **Elba II** penal colony is one of the Federation's few facilities for the criminally insane. Here, dedicated staff care for the mentally ill in the hope of one day finding a cure for them, and returning them to society.

By the late 23rd century, only a few facilities like the penal rehabilitation colony on **Elba II** exist within the **United Federation of Planets**.

This specially designed asylum for the confinement and study of the criminally insane from various worlds serves a dual humanitarian role, isolating the victims of extreme mental illness while staff work to discover and refine potential cures for them. A relatively small facility, it has only a handful of doctors and staff under the management of colony administrator and governor **Dr. Donald Cory**; he and his team care for a total of just 15 inmates.

No escape

The interior of the colony is as well-appointed as any starship, but the surface of the planet beyond the asylum walls is harsh and uninviting, offering a natural barrier to escape attempts. The atmosphere of **Elba II** is gaseous and extremely toxic to most humanoid; it is imperative that staff make the use of environmental suits while outside.

In addition, the colony dome is protected by an energy shield equipped with enough power to deflect even the phaser fire of a **Constitution-class** starship. Its constant operation thwarts attacks from outside, and even when legitimate ships arrive, a coded signal is required before the shield

Rehabilitation of the insane

The Elba II colony is a secure facility for the criminally insane. Former hero Fleet Captain Garth is sent here for treatment after he tries to take over the Galaxy.



In charge

Management of the penal facility is in the capable hands of Dr. Donald Cory, the governor of Elba II.

Deadly atmosphere

The surface environment of Elba II is poisonous to most humanoids.

is dropped to allow transporter operations to take place.

Each inmate at the penal colony is confined in a single cell, equipped with rudimentary sleeping accommodation. There are no doors to the cells; instead, in a fashion similar to the brig of a starship, an invisible forcefield barrier is put in place across the entrance. A strip around the doorway illuminates to indicate its operation. Inmates who attempt to pass through the barrier are stunned by it.

Prison break

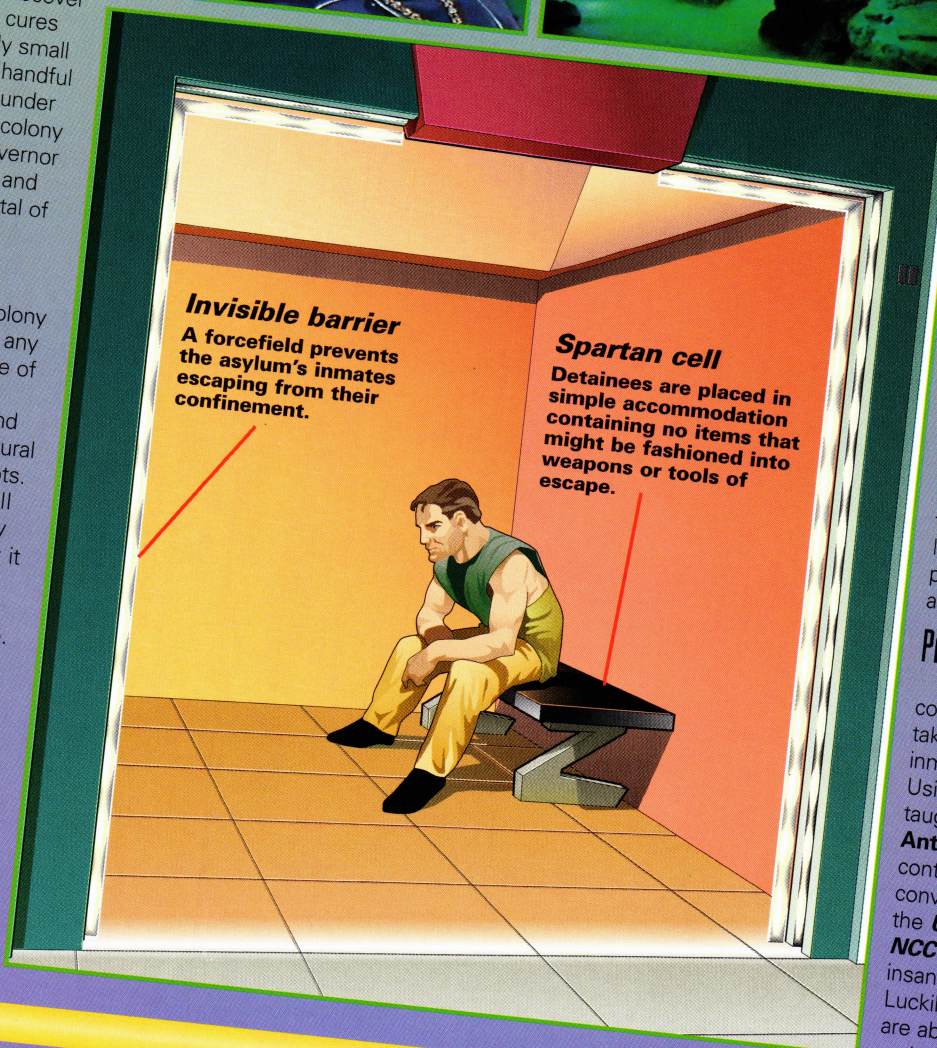
In 2268, the **Elba II** colony is subjected to a takeover by one of its inmates, **Garth of Izar**. Using shapeshifting abilities taught to him by the **Antosians**, Garth takes control and attempts to convince **Captain Kirk** of the **U.S.S. Enterprise NCC-1701** to aid him in his insane quest for power. Luckily, Kirk and his crew are able to defeat Garth, and order is restored.

Invisible barrier

A forcefield prevents the asylum's inmates escaping from their confinement.

Spartan cell

Detainees are placed in simple accommodation containing no items that might be fashioned into weapons or tools of escape.





The Guide to the STAR TREK Galaxy

FILE 7

CARD 8C



THE UNITED FEDERATION
OF PLANETS

ELBA II PENAL COLONY

THE UNITED FEDERATION
OF PLANETS

Main entrance

This single doorway leads from the reception area into the central asylum complex, which includes the cells, recreation area, and medical bays.

Subsystems

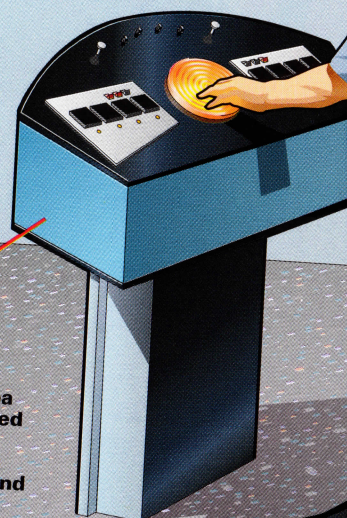
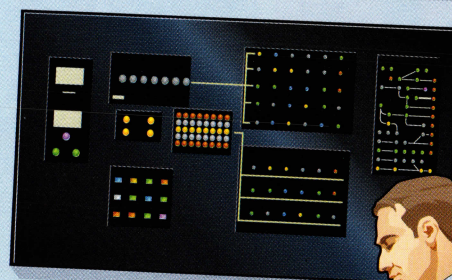
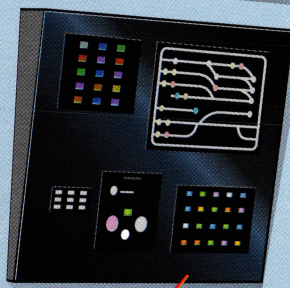
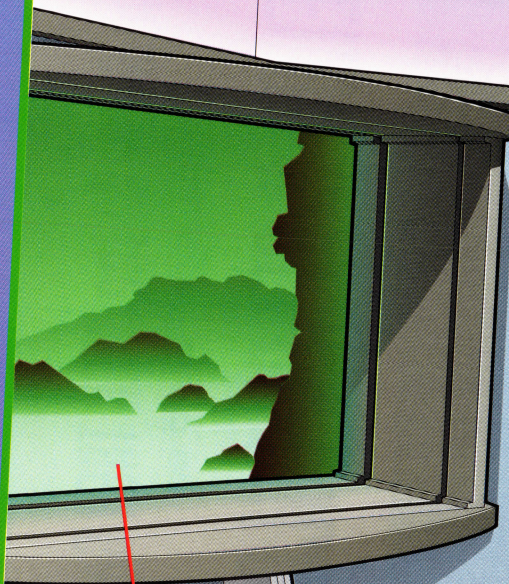
These controls manage the power and environmental subsystems for the entire penal colony.

Control console

This station operates the protective energy shield that surrounds the Elba II facility, preventing any unauthorized transports in or out of the building. When visiting craft arrive, a signal is sent from here to the ship in orbit, and the shield can be lowered for a few seconds to allow a beam-in.

Window

In order to monitor the surface of Elba II, a window of reinforced material looks out from the control room.





The Guide to the STAR TREK Galaxy

FILE 10

CARD 2A

JERADD0



Jeraddo, the fifth moon of the planet Bajor, was colonized by a handful of hardy Bajorans fleeing the Cardassian occupation of their homeworld. Later, this small planetoid becomes a source of energy for Bajor's entire people.

During the terrible Cardassian occupation of Bajor, the planet's fifth moon, Jeraddo, became a safe haven for many of those who managed to escape the brutal Cardassians.

From space, Jeraddo's surface appears brown and blue. Its atmosphere is breathable by Bajorans and other humanoids, and the gravity constant is also within Class-M parameters. At night, Bajor can often be seen in the sky from

Jeraddo's surface.

Most of the Bajorans who settled here became farmers. Occasional patches of mineralized clay need to be ground up to enrich the soil, but in general the surface is covered with good arable land, noted for its suitability for growing crops of katterpod beans.

Flora and fauna

On this lush, green moon, a variety of brightly colored flora, birds, and insects can be heard singing all through the

daylight hours. Many of the plants, such as edible roots, may be indigenous.

In 2369, 40 years after the first colonists set up home on Jeraddo, their idyllic lifestyle is set to change. On Stardate 46844, the Bajoran provisional government begins a geothermal science initiative to tap Jeraddo's molten

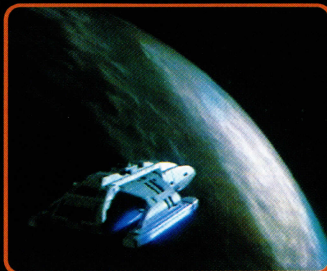
Mullibok, Jeraddo's longest serving resident, regales Major Kira Nerys with stories of how he settled on the moon, and how he tamed its wild nature.



SELF-SUFFICIENT COLONY

A distant moon

The life of the people on Jeraddo is primitive, but not unpleasant. They build most things they need themselves, such as furniture, buildings, and farm implements, and they sew together their own clothing. Mullibok lives in a comfortable, handbuilt cabin that seems to be dug partly into the side of a cliff or mountain. No doubt this arrangement insulates the cabin, keeping it cool in summer and warm in winter. The building's windows and doors show the circular motif of the Bajoran people, perhaps providing a fond reminder of Mullibok's distant former homeworld.



Life signs are detected on Jeraddo after everyone should have been evacuated, so Major Kira Nerys of DEEP SPACE NINE takes the U.S.S. GANGES to investigate.

Kira encounters Mullibok, a crusty old farmer who refuses to leave the surface of the planetoid despite the fact that he will die when the core tapping process begins.



Like Mullibok, many of Jeraddo's farmers do not trust the military. They tend to dislike anyone in uniform.

Designation Jeraddo

Class M

Quadrant Alpha

Inhabitants Bajoran colonists

Government No official government, although Bajor claims sovereignty.

Environment Standard gravity.

Population Fifty, before evacuation in 2369.

Features A relatively lush planetoid, Jeraddo's soil is well-suited for agriculture, and is especially good for growing katterpod beans. The moon's molten core is tapped in 2369, in order to provide cheap energy for the Bajoran people.

Starship log STAR TREK: DEEP SPACE NINE 'Progress'

Mullibok will not leave the moon he claims to have single-handedly conquered and tamed, and Kira cannot convince him to do so.



GALAXY FACTS

⚠️ **Tapping the moon's core will provide energy for hundreds of thousands of homes on Bajor.**

⚠️ **Mullibok claims he was the first settler to arrive on Jeraddo, in 2329. More colonists came in 2351, to escape from the Cardassian occupation of Bajor.**

core. This will start an energy transfer that will heat hundreds of thousands of homes on Bajor, and has been scheduled to take place at this time in preparation for the planet's coming winter.

However, tapping through the moon's crust will also cause the release of massive amounts of sulfur and carbon compounds into Jeraddo's atmosphere, making the air unbreathable, and toxic

to humanoid life. The moon must be evacuated, displacing a few for the greater good of the power-starved Bajorans.

This decision is not taken lightly. Before deciding to go ahead with the core tap, the Bajorans consider using a different method – **phased energy retrieval** – to produce the energy. This would not leave the moon uninhabitable, but it would take too long. It would be a full year before any meaningful amount of energy could be extracted.

Minister Toran, the Bajoran provisional government official who oversees the project, is aided by a large team of Bajoran and **Federation thermologists**. An unremarkable-looking

man with thinning hair, he is young and determined, and a good match for the more difficult colonists.

Home front

Before the evacuation, 50 people live on Jeraddo. Most of the colonists agree to go peacefully, but three of them, all living in an area designated grid square 15 delta, refuse to leave even though they know they will

die if they stay. **Mullibok**, a Bajoran farmer who escaped from a Cardassian labor camp during the occupation has now lived on Jeraddo for 40 years; he acts as a spokesperson for himself, **Baltrim** and **Keena**. His friends also elect to stay, but are not able to speak for themselves as Cardassian tortured has rendered them mute. Their experience

has left them with a lifelong dislike and fear of anyone who wears a uniform, and this extends equally to the Bajoran military.

Baltrim and Keena have been on Jeraddo for 18 years, since their escape from the occupation forces in 2351. They live close to Mullibok's farm, and help him to grow katterpods and other crops. To the young couple, Mullibok is something of a friend, a protector, and a father figure. The old farmer claims to have been the moon's first colonist, but, as he is well known for telling tall stories, the veracity of his statement is questionable. He dislikes people in uniforms as much as Baltrim and Keena, but is not always openly hostile.

Inevitable removal

Mullibok and **Major Kira Nerys**, who has been sent to help convince him to leave, cannot reach an agreement; the Bajorans will not leave the colonists to die, and, as they will not leave by choice, they are eventually evicted by force.

After the last colonists are removed, the core tap can finally begin. To most Bajorans, the destruction of this peaceful and idyllic farming community is unfortunate, but a small price to pay for the moon's much needed energy.

⚠️ **When the cantankerous old Mullibok suffers a severe injury defending his home, Kira calls for Dr. Bashir.**

The Guide to the STAR TREK Galaxy

FILE 10 CARD 2A

JERADDO



THE
BAJORANS



THE
BAJORANS



⚠️ **Mullibok lives off of the land, and has built a modest farm around his homestead. Among the crops he grows are katterpod beans, a hardy crop that makes a good stew.**

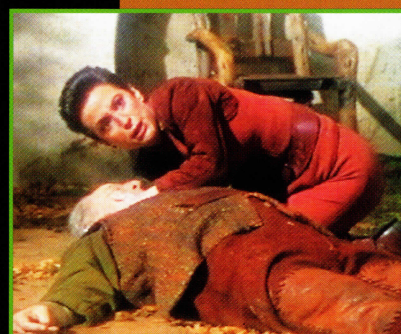


⚠️ **Mullibok's cabin is put to the torch by the order of the Bajoran provisional government; the old man must be made to leave the moon.**



⚠️ **Mullibok tries to make Kira understand that Jeraddo is his only home. He cannot bear to leave it.**

⚠️ **The other 47 colonists on Jeraddo have left peacefully, but Mullibok, Keena, and Baltrim dig in. They refuse to be moved, no matter what the cost.**



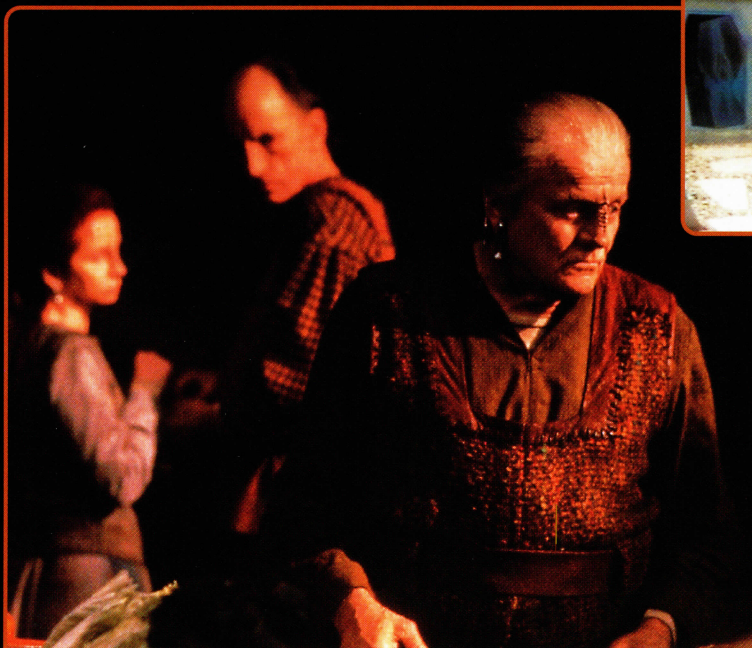
END OF A WAY OF LIFE

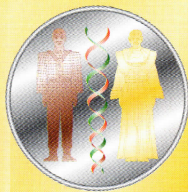
Forced eviction

Kira knows that Bajor needs the energy the core tap will supply, and that the pollution it causes will kill anyone who remains on Jeraddo. But the major is also sympathetic to Mullibok's determination to stay where he has built his home. Just as she and her freedom fighters "hung on like fanatics" long after fighting the Cardassians seemed pointless, Mullibok and his friends are doing the same. Eventually, Baltrim and Keena are taken away by the Bajoran military and relocated on

Bajor; Mullibok is injured in the scuffle to take them, but is nursed back to health by Major Kira.

Time runs out, and when the core-tapping is about to begin, Mullibok still refuses to leave Jeraddo. Major Kira, frustrated with his attempts to put off his inevitable evacuation, destroys his prized kiln – an act that hurts her almost as much as it hurts him. To make sure there will be no going back, Kira sets fire to his cottage before she beams him to a waiting *Runabout*.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 105



OTHER GROUPS
AND RACES

THE AKRITIRIANS

Little is known about the Akritirians beyond their harsh laws. Their convicts are sentenced to imprisonment in the Chute, a squalid environment in which they are barely given enough food to survive, and are slowly driven insane by devices drilled into their heads.

For every benign and helpful race the crew of the **U.S.S. Voyager NCC-74656** encounter in the **Delta Quadrant**, there are also dangerous and brutal ones. A prime example of such a race are the **Akritirians**, a humanoid culture which rules with a dedicated ruthlessness.

As a race, Akritirians are confrontational and hostile. They guard the orbit of their planet and their wider space boundaries zealously

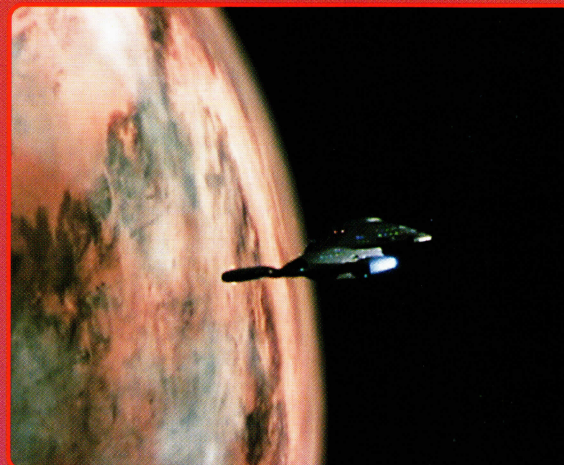
with a fleet of sleek, silver vessels that are able to back up any threats the government makes.

Rule of law

As individuals, the Akritirians have a natural distrust of their own people and outsiders, and are ruthless in their implementation of their laws. The way in which the government controls the planet's worst offenders further illustrates their cold and emotionless nature.

Defendants find that they

are sentenced on the most circumstantial of evidence, and are thrown into brutal prisons with no hope of a retrial. Convicts are drugged and taken to a penal colony, where they are thrown down a long, steep chute (from which the prison gets its name), arriving dazed in the confines of their new home. New prisoners are keenly awaited by established convicts, as they are easy prey to steal from before they find their bearings; many are



▲ The **U.S.S. VOYAGER** orbits **Akritiri**, a **Class-M** planet that is home to a species who implement a draconian justice system. The government imposes strict sentences and even harsher penalties on those who transgress the law.

severely beaten, or even killed upon arrival for their boots or other items of clothing.

The first thing that becomes apparent to new

captives is that there are no wardens policing the prison camp. They are forced to fight for their survival, a situation made worse by the fact that other prisoners have managed to fashion their own weapons, such as knives. The institution is dark and squalid; there are no formal rooms or cells, and inmates are forced to make their own shelters out of any materials they can find.

To make matters worse for the inmates, Akritirian scientists have developed a method of keeping them in a constant state of agitation. A device is inserted into the cranium of each prisoner that

LIFE SENTENCE

The ruling is final

Anyone caught committing a crime on Akritiri can expect to be hunted down by the military-styled police, known as the **Patrollers**. Their judicial system is so inflexible that under no circumstance will a sentence be revoked once passed.

Not even the production of conclusive new evidence will be considered; no one returns from prison, and every member of the populace knows this. Captain Janeway is astounded to find this is the case once she has secured vital new evidence proving Kim and Paris's innocence. As a result, she is forced to take matters into her own hands; she stages a rescue mission for her missing crew members.



▲ Ambassador Liria informs Captain Janeway that Kim and Paris have been arrested and charged with the bombing of the **Laktivia** recreational facility.



Designation	Akritiri
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Government	Ruled by an autocratic and oppressive system.
Environment	Standard gravity
Remarks	Technologically advanced, but strict rule has led to mounting opposition, culminating in the formation of a liberation group calling themselves 'Open Sky'.
Laws	Laws are vigorously enforced by a harsh judicial system that allows no retrials, even after new evidence is brought to light.
Starship log	STAR TREK: VOYAGER 'The Chute'

▲ Unknown to the inmates of the Akritirian prison, they are actually aboard a space station. The prisoners believe that they are deep underground on the planet itself, as they enter the jail by being thrown down a long chute.

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STAR TREK: VOYAGER.....File 71

GALAXY FACTS

▶ The Akritirians are a spacefaring society. Their ships have an ion based propulsion system that uses paralithium as fuel.

▶ Despite the harsh conditions in the prison, some inmates can survive. Zio has been in the prison for more than six years when Paris and Kim arrive.

▶ The unfortunate Tom Paris has also been wrongly convicted of murder and punished by the Baneans.

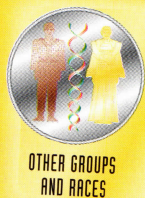
▼ All the convicts are fitted with a device on the crown of their heads that stimulates their aggressive tendencies. It also acts as a skin irritant, making the sufferer extremely agitated.



stimulates the production of acetocolene in the hypothalamus, a brain chemical common to most humanoids. This device, known as the **clamp**, encourages increasingly aggressive behavior and is extremely uncomfortable; it makes the scalp itch, and has been described as like "having fire ants in your head." It affects coordination and concentration, and attempting to remove it results in death.

Hungry and alone

Further distress is caused to the convicts by the supply of only meager amounts of food; there is never a regular pattern to when it will arrive. Isolated, paranoid, hungry, and alone, the Akritirian instinct for self-preservation is amplified to such a level that prisoners will kill each other for crumbs of food. Ironically, this assists the government they so despise; brutality and murder continue within



The Guide to the STAR TREK Galaxy

FILE 18

CARD 105

THE AKRITIRIANS



▶ The prisoners are forced to fight for the few scraps of food that come their way. The inmates are never sure when the next supply of food is coming, and fights often break out as there is never enough to go around.

the prisons, and the government need only throw their prisoners into these hell holes, slowly drive them mad with the implants, and let them kill each other. There are no attempts at rehabilitation.

All these conditions are carefully designed to keep

the prisoners at one another's throats to stop them working together to find a way of breaking out.

Unknown to the inmates, the prison is floating in space. The Akritirians are obviously taking no chances that the convicts might escape, and keep

▶ With no guards on patrol around the institution, new prisoners, who arrive via the chute, are met by established inmates who steal their boots and clothing.

them far away from the rest of society. The prison satellite is a house of terror, devised by dictators who use the prisons as a deterrent to ward off any threat to their authority.

A typical case of Akritirian 'justice' occurs in 2373. Tom Paris and Harry Kim of the *U.S.S. Voyager NCC-74656* are found guilty of bombing the **Laktivia** recreational center on Akritiri, killing 47 people. The tenuous evidence for their guilt is that **paralithium** residue is found on their clothes, a substance that is not found on Akritiri.

▶ Zio seems to be able to deal with the normally debilitating effects of the clamp, and offers Kim advice on how to control the symptoms.

Ambassador Liria informs Captain Janeway that because her ship uses a compound of this substance – **dilithium** – it must have been members of her crew that bombed the facility. Janeway is amazed to find this is more than enough 'evidence' for the Akritirians to convict; they do not need, nor are interested in, a motive.

▼ Murders are frequent and commonplace within the penal colony. The captives are forced to fight for food and shelter while being kept in a state of constant of stress by the clamp.



MOVING TOWARD CIVIL WAR

Resistance movement

The certainty of death within Akritirian prison satellites makes them, in the words of Ambassador Liria, a most effective deterrent for the majority of the population. But there is a thriving and increasingly powerful underground movement, known as **Open Sky**, whose very name suggests the kind of oppression the Akritirian people have endured. In the eyes of the law, **Open Sky's** various 'brigades' are regarded as terrorists, and they do indeed carry out bloody acts of violence such as the bombing of military targets, resulting in a large loss of life.

The members of **Open Sky** see themselves as patriots trying to free their people from tyranny, but the government regards them as criminals, and will do everything in their power to destroy

▶ Vel and his younger sister Piri are members of the resistance group 'Open Sky'. They use terrorist methods to protest against the severity meted out by the Akritirian judicial system.

them. The movement is represented typically by the spirited, 14-year-old Piri, and her older brother Vel; they are highly organized, and have access to offworld equipment and supplies, suggesting strong financial support for their cause. The intelligence they have gathered about the location of the top security prison satellite also points to allies in high



places. It is **Open Sky**, and in particular Vel, who are responsible for bombing the **Laktivia** recreational colony and causing the deaths of 47 people, the crime of which Kim and Paris are found guilty. Their terror of the Akritirian authorities shows the power the government holds.

Chakotay and Command

Commander Chakotay's combination of Maquis experience and Starfleet training makes him an unusual first officer, and his tendency to view the people under him as friends rather than subordinates can sometimes conflict with his duty.

Chakotay is far from being a typical Starfleet second-in-command, but Captain Janeway considers him to be the ideal replacement for her deceased first officer aboard the **U.S.S. Voyager NCC-74656**. He is a quietly authoritative man whose experience with the rough-and-tumble Maquis rebels and the strict rules of Starfleet combine to form a leader of unique attributes.

When Chakotay gives orders, he expects them to be followed; his trust in those around him is the basis of his command style. He is extremely loyal to the crew serving under him, and considers himself responsible for their actions.

When Chakotay was a

Maquis leader, he was accustomed to throwing a few punches to get his way, and, on occasion, he has used this method on Voyager to give troublesome crew members a short, sharp reminder of the differences between Starfleet and Maquis protocol. But leading a band of rebels presented very different problems, and Chakotay is quick to understand things cannot work this way in Starfleet.

Just because someone happened to be in the Maquis, or even in prison, before joining Voyager's crew is not, in Chakotay's opinion, any reason to ignore Starfleet rules now. Unaware that **Lt. Tom Paris's** behavior is part of a ruse to expose a **Kazon** collaborator on the ship,

PROFILE OF A LEADER

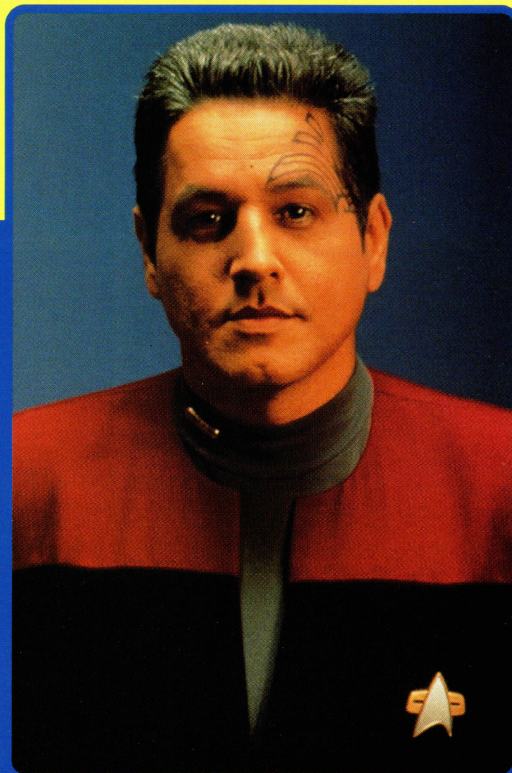
RANK: Commander

FORMER STATUS: Leader of a Maquis cell operating out of the Badlands.

REMARKS: Chakotay's Maquis cell was considered enough of a threat that Starfleet and the Cardassians sent operatives to infiltrate it.

CURRENT STATUS: First officer, **U.S.S. Voyager NCC-74656**.

REMARKS: Chakotay's Starfleet training and Maquis experience make him a valuable officer on a ship where new and unexpected experiences are commonplace.



▲ After Chakotay left Starfleet to fight Cardassian injustice, he put his command skills to good use as leader of a Maquis cell. When he and his friends find themselves stranded on a Starfleet ship, Captain Janeway soon learns that his varied experience can benefit everyone.

IN CONTROL

★ Combining talents

Chakotay soon realizes that working with the Starfleet crew will be to his advantage; he is not the kind of leader who refuses to listen to the opinions of others.



★ On guard

Chakotay has always been prepared to lead from the front; he does not feel the need to send a security team onto the **U.S.S. VOYAGER** ahead of him.

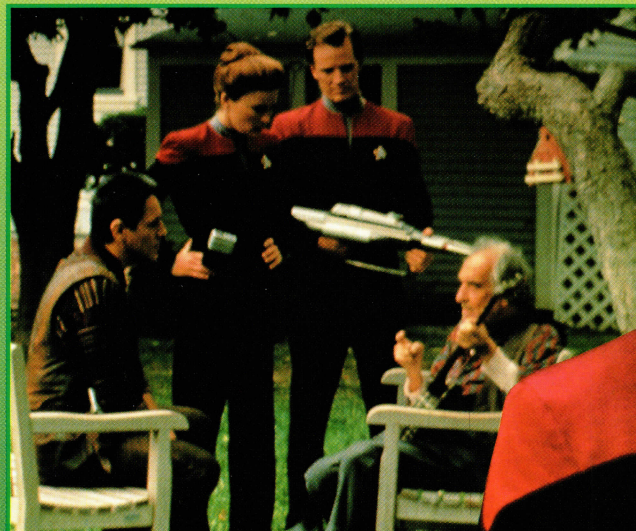
★ Prepared for the worst

When the crew believe that Captain Janeway has been killed, Chakotay has to prepare himself to take over the **U.S.S. VOYAGER** captaincy.



★ Teamwork

Chakotay knows he must support Captain Janeway even though he turned his back on Starfleet in the Alpha Quadrant. They must work together to get home.





Chakotay and Command



*"Can I ask you a question, off the record? If things had happened differently, and we were on the Maquis ship now instead of *Voyager*, would you have served under me?"*

— Chakotay to Janeway

★ Building a team

Without Starfleet Command to provide support in difficult situations, Chakotay and Captain Janeway have to make their own decisions. It is therefore important that the crew trust and respect their first officer's judgement.

seriously ruin their relationship.

Unlike a typical Starfleet officer, who usually maintains a suitable distance from his crew, Chakotay counts several *Voyager* officers as friends. Even Janeway acknowledges that her first officer is closer to the crew than she is. But this closeness also means that he takes betrayals more personally, as though the blow has been dealt to him as much as to the organization he represents. Chakotay questions his ability to command when he learns that, while in his Maquis cell, **Tuvok** and **Seska** – both of whom he trusted implicitly – were spying on the Maquis for Starfleet and the **Cardassians** respectively. But in most cases his closeness to the crew serves him well; on such a close-knit ship, this can only be an advantage.

Bringing together his spiritual beliefs with his life on *Voyager*, Chakotay creates a flexible command style that is particularly useful in guiding the crew and supporting the captain in her mission to get everyone home.

★ Disciplinarian

Chakotay will not hesitate to discipline a crewman he feels has stepped out of line.



★ Friendship

Chakotay shares his spiritual beliefs with Janeway, helping to cement a bond between them.

Chakotay gets annoyed at him for being late for his duty shifts, and for his unkempt uniform. As first officer, Chakotay feels crew discipline is important, and he is not afraid to let those who step out of line know how he feels. On the other hand, the intuitive style he owes more to the Maquis serves *Voyager* well in handling the many surprises the crew encounter in the **Delta Quadrant**.

Different outlook

Chakotay has the ability to see patterns and solutions where others don't, possibly because of his spiritual nature and his belief that everything in the universe is interconnected; he is used to letting his feelings, rather than



★ United front

Side by side, Chakotay and Janeway steer the U.S.S. VOYAGER through many perils.

Starfleet rule books and protocol, guide his command decisions.

But effective though he is at giving commands and overseeing the welfare of the crew, Chakotay isn't necessarily as good at following orders himself. He and Captain Janeway have an interesting relationship, one built on respect and admiration, and at times this slides to something much deeper than friendship. For Janeway, cut off from **Starfleet Command** with only her conscience and her crew to advise her, Chakotay's support is extremely important. For the most part, he abides by her decisions and implements them with little



★ Private conflicts

Chakotay sometimes disagrees with Janeway, such as over her decision to ally with the Borg.

question, but, when he does disagree, he makes sure she knows it, such as when she wants an alliance with the **Borg** to fight **Species 8472**. He thinks the deal is a fatal mistake, and when Janeway is injured and he has command of the ship, he does not hesitate to break off the alliance. When Janeway recovers, she is disappointed with his decision, but respects him enough not to let it



★ Leading by example

Chakotay is loyal to his friends, and is not afraid to put himself in danger to resolve situations.

A CHANCE TO SHINE

Captain Chakotay

In an alternate future experienced by Kes, Chakotay becomes captain of the U.S.S. *Voyager* following the death of Captain Janeway at the hands of the Krenim. Assuming command during the battle, Chakotay manages to convey compassion for his crew while at the same time demanding they continue to handle the crisis; his clear head ensures that the tragedy does not claim more lives. As time passes, Chakotay becomes a somewhat more formal man than the one the crew

have known, but this is to be expected as he keeps his distance from the crew in the way that the captaincy demands.

◀ Starship commander

Even though he has not been trained as thoroughly as a typical Starfleet captain, Chakotay copes admirably with his responsibilities in an alternate future.



Dr. M'Benga

Serving alongside the experienced medical staff of the *U.S.S. Enterprise NCC-1701*, Dr. M'Benga's skills and training in Vulcan physiology prove invaluable in helping to save the life of **First Officer Spock**.

Dr. M'Benga is a handsome, cultured human male of African descent with an unusual, light accent. He qualified as a doctor while he was still a young man, and, during the time he serves aboard the *U.S.S. Enterprise NCC-1701* in the late 2260's, he appears to be in his late twenties or early thirties. Dr. M'Benga has a great deal of medical experience, especially with the **Vulcan** species; he interned in a Vulcan hospital ward during his years of training.

His posting to the *Enterprise, Starfleet's* flagship at this time, indicates knowledge of, and experience with, a wide range of human medical disciplines. During the second two years of **Captain James T. Kirk's** first five-year exploratory mission,

M'Benga is the next most senior doctor aboard the *Enterprise* after the chief medical officer, **Dr. Leonard McCoy**.

Responsible officer

M'Benga is senior to his colleagues **Dr. Sanchez** and **Nurse Christine Chapel**, and handles the management of the *Enterprise's* sickbay when McCoy is unavailable or off the ship. He is usually found wearing a short-sleeved uniform shirt similar to the one McCoy wears while on duty, an optional Starfleet issue outfit for medical personnel of this period.

On **Stardate 4211**, while the *Enterprise* is orbiting an idyllic **Class-M** world known as **Tyree's planet**, the ship's half-Vulcan first

PROFILE ON DR. M'BENGA

NAME: M'Benga

LIFE FORM: Human male

STATUS: Medical officer, *U.S.S. Enterprise NCC-1701*

PREVIOUS POSTINGS: M'Benga worked as an intern in a Vulcan hospital ward during his medical training.

REMARKS: Doctor M'Benga is one of the *Enterprise's* senior physicians, along with doctors McCoy and Sanchez.

FIRST SEEN: 'A Private Little War' [TOS]

LAST SEEN: 'That Which Survives' [TOS]



▲ **Doctor M'Benga saves the life of the *U.S.S. ENTERPRISE's* Vulcan first officer when Mr. Spock is severely injured by a bullet shot from a primitive flintlock rifle in 2267. He is later involved in solving the mystery surrounding the abandoned Kalandan Outpost in 2268.**



★ Trance state

M'Benga monitors Spock's wellbeing as he enters a voluntary trance in order to heal his wounds.

★ Healer

M'Benga's familiarity with Vulcan biology saves Spock's life.

officer, **Mr. Spock**, is injured while on landing party duty on the surface; he is shot by a native firing a flintlock rifle.

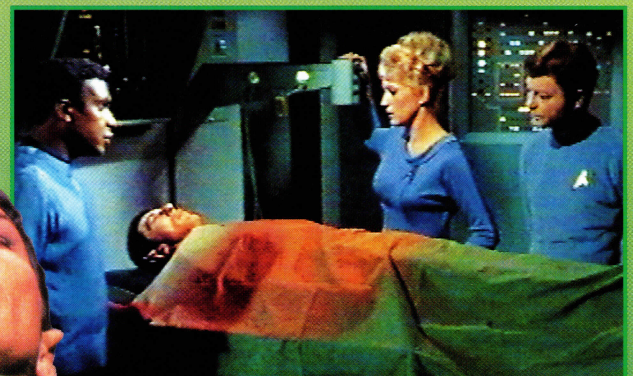
Spock is brought back aboard ship, and comes directly under M'Benga's expert care. The Vulcan's

mishap gives Nurse Chapel and other members of the *Enterprise* crew the opportunity to learn more about Vulcan medicine by observing M'Benga's wide-ranging skills in this area.

M'Benga uses his knowledge of Vulcan

★ Life or death

Dr. M'Benga works with Dr. McCoy and Nurse Chapel to heal Mr. Spock when the Vulcan first officer is shot.



VULCAN MEDICINE



Dr. M'Benga



★ Back from the brink

Thanks to Dr. M'Benga's care, Mr. Spock regains consciousness and is able to return to his duties aboard the U.S.S. ENTERPRISE.

physiology to stabilize Spock's critical condition using the drug **Vitalizer B**. Captain Kirk is naturally concerned about Spock's condition, but Dr. McCoy remarks that their injured friend could not be in better hands, indicating the chief medical officer's complete trust in his subordinate's skills. But despite his extensive training, Dr. M'Benga can do little for Mr. Spock; as he is the *Enterprise's* only Vulcan crew member, no Vulcan replacement organs are carried aboard the ship.

Road to recovery

Fortunately, Dr. M'Benga's experience stands him in good stead for this dilemma. He knows enough to inform Nurse Chapel that Spock's low readings on the biofunction monitor are no cause for alarm – such readings as these are common for Vulcans in Spock's weakened condition.

The doctor understands Vulcan patients well. He knows that Spock is concentrating too deeply on a Vulcan healing trance to respond, but nonetheless he identifies himself, then assures Spock that someone will be with him constantly through this difficult period. He orders Nurse Chapel to call him immediately if Spock

"The pattern of cellular disruption is the same, but as to the cause, your guess is as good as mine."

— Dr. M'Benga to Mr. Spock



★ Harsh awakening

Spock has to fight his way to consciousness from his healing trance. Chapel and M'Benga slap him hard to help bring him back.

explains that a Vulcan must wait until the last moment to awaken from his intense state of inward concentration, thereby allowing the greatest amount of time possible to be spent concentrating on healing injured organs. The pain of the physical strikes helps him to fight his way back to full consciousness. M'Benga's understanding of the workings of this Vulcan medical 'miracle' is a good example of his extensive training in Vulcan clinics and hospitals.

Dr. M'Benga is once again left in charge of sickbay in 2268, when Dr. McCoy is part of a landing party

that beams down to investigate a planet. Under Dr. M'Benga's supervision, Dr. Sanchez conducts an autopsy on a **transporter** officer killed by the touch of a mysterious woman who has appeared aboard the *Enterprise*. After the woman kills **Engineer Watkins** with a mere touch of her hand, Dr. M'Benga discovers that Watkins' cells were completely disrupted from within, just like the cells in the body of the transporter officer. Thanks to M'Benga's research, Captain Kirk and his landing party are able to halt the attacks, and discover the woman's true nature: she is the deadly projection of the planet's automated defense systems.

Respected physician

It is clear from watching the two doctors work that McCoy trusts M'Benga with his sickbay, and it is obvious that M'Benga is an extremely valuable asset to the ship. Though he seems to lack a sense of humor, the serious and dedicated Dr. M'Benga is obviously respected by the crew with whom he works.

DOCTOR ON CALL

Medical mystery

In 2268, the crew of the U.S.S. Enterprise investigate a mysterious and apparently artificial planet. The world has a deadly secret, and soon landing party members are dying under strange circumstances, from massive cellular disruption. Dr. M'Benga supervises the autopsies performed on the dead crewmen in the hope of discovering what bizarre effect has killed them before it happens again.



▲ **Touch of poison**
M'Benga helps to reveal that the source of the deaths is the deadly projection of a Kalandan woman.

▲ **Solutions**
McCoy is the more experienced doctor, but M'Benga has more specialized skills when operating on Spock.



▲ Teamwork

Dr. M'Benga works with Nurse Christine Chapel in sickbay. They often encounter new and alien dilemmas that stretch their skills to the limit.





FILE 57 OMNIPOTENT BEINGS

The Q Female

She may be a member of the omnipotent Q Continuum, but the Q female is like a woman of any species, interested in keeping her man on the straight and narrow. She is furious when Q leaves her for a mortal woman.

The Q female has been involved with the Q who is well known for pestering the crew of the **U.S.S. Enterprise NCC-1701-D** for some four billion years. Having a relationship with someone who enjoys causing havoc in the Q Continuum and elsewhere in the universe is no doubt trying, but she should have grown used to his antics by now. Nonetheless, when Q wants **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656** to have his baby and bring a new vitality to the Continuum, she is furious.

A woman scorned

A statuesque woman when in human form, the female Q has auburn hair

to match her fiery temperament. She hunts Q down as he attempts to convince Janeway to bear his child, and accuses him of trying to pollute the Continuum with human DNA. From the female Q's perspective, her long-time lover threatens to destroy their existence by advocating the causes of freedom and individualism. His behavior is having cosmic consequences, and she feels it her duty to stop him. She arrives on *Voyager* with the intention of taking her misguided man home.

But she meets with little success. Before she can make Q see the error of his ways, he escapes to the Continuum with Janeway in tow. Enraged, the formidable female tries to follow, but, due to the civil war in the Continuum, she has

lost her powers. She is wounded in the process, receiving a bruise on her forehead. Unable to chase after Q, she must rely on

mere mortals – *Voyager's* crew – to help her, even though she considers it beneath her to ask for assistance.

war, the omnipotent female observes that although the captain is a member of an "intellectually challenged" species, she is right. When **Chief Engineer B'Elanna Torres** snaps at her, the amused Q's comeback is that she's always liked **Klingon** females – they have spunk. Whether this is the proud female Q's way of thanking Torres for her help, or an indication that she always has to have the last word, is hard to tell.

On the other hand, when Torres says that the Q female isn't the first woman who's ever had a man run out on her, the Q female is stunned. She hopes Torres is not comparing some failed romance in her own pitiful existence to the eternal associations of the Q. She explains that it is imperative she returns to the Continuum before Q mates with Janeway.

The Q female's arro-

PROFILE ON A Q

NAME: Q

LIFE FORM: Omnipotent being, member of the Q Continuum.

FAMILY: Q (partner), Q junior (son)

EVENT: In 2373, Stardate 50384.2, Q revisits Captain Kathryn Janeway and attempts to woo her into having his child. While Janeway is less than interested in his advances, Q's former partner is insulted and enraged. The female Q follows him, determined to prevent him from mating with Janeway.

FIRST SEEN: 'The Q and the Grey' [VOY]



▲ *After a long-term relationship of four billion years, this proud female of the Q Continuum finds herself jilted in favor of a mortal woman, Captain Kathryn Janeway. The Q female follows Q to the U.S.S. VOYAGER, and makes it clear she will not give him up without a fight.*

A HUMILIATED Q



★ Rejection

The female Q considers herself superior to mortal beings, but almost finds a kindred spirit in Torres; the half-Klingon woman has a fiery temperament that is more than a match for her own.



★ Patronizing

The Q female requires the help of the U.S.S. VOYAGER's crew to get back to the Continuum, but she makes it clear to Chakotay that she considers them to be beneath her.

★ Inferior company

The Q female does not endear herself to the VOYAGER crew with her condescending and domineering attitude. Chakotay quietly reminds her that, devoid of her powers, she cannot return home without their cooperation.



The Q Female

"I hope you're not comparing some failed romance in your pitiful existence to my eternal association with Q."

— The Q female to B'Elanna Torres



★ Consequences

The civil war in the Q Continuum manifests in the real universe as supernovas. The Q female's powers have waned as a result of the war, but she believes the supernovas may provide a gateway back to the Q Continuum for herself and VOYAGER.

gance and belief in her own superiority matches that of her erstwhile partner, and she takes every opportunity to belittle *Voyager's* crew. The Q female observes that they have a limited capacity to understand how to get to the Continuum, and she suggests **Commander Chakotay** wraps his "minuscule mind" around the concept that the supernovas are being caused by the Continuum. Each time a star explodes, it creates an opportunity for her to return to her home.

Despite her condescending attitude, however, the Q female isn't above using the crew to get home. They want their captain, and she wants her man, and thus an alliance is formed. Together, she and *Voyager* safely enter the Continuum and launch a mission to rescue Janeway and Q, who are being held prisoner and have been condemned to death.

But once Q's safety is assured, his partner takes her time untying him from the post. She asks him how he can guarantee that he won't run off with the next bipedal female that catches his eye. Q offers a proposal that reassures her of his



★ Happy nuptials

Thanks to the matchmaking skills of Captain Janeway, the Q couple are happily reunited. They seem to look forward to the prospect of becoming parents.

devotion: the two should mate and produce a child. The act would make Q and herself visionaries, innovators, the parents of peace. The Q female agrees to this audacious plan, and it brings an end to the civil war.

A Q child

Now that Q is hers again, the Q female delights in discussions of how to create their unprecedented child. In the end, the two touch fingertips, and visible energy passes between them. After this unorthodox mating, the Q

female claims her fellow Q was "very good".

They have a baby boy together, and, out of gratitude, Q appears on *Voyager* and asks Captain Janeway to be his son's godmother. Q has to hurry back to the Continuum with his son because the "old ball and chain" really hates it when they're late. It seems having a baby has given Q a more responsible attitude, something the omnipotent female desired all along from her reckless, and sometimes thoughtless, mate.

THE PERFECT COUPLE

Creating the Q family

The omnipotent Q female finds she is vulnerable to the same feelings of jealousy as any mortal woman. When her long term mate leaves her for another, she reacts like any woman scorned and viciously lashes out at her rival, Captain Janeway, calling her a "narrow little being." It is this little being, however, who manages to rekindle the female's eternal association with Q. When Janeway is taken to the Continuum, she eventually persuades Q to start a new generation of the Q race by mating with one of his own kind. The two Q mate and become parents to the first Q child.

▼ Proud parents

Despite his wandering eye, the powerful Q female decides to rescue Q and Janeway. She even accepts Q's radical proposal to have his child.



▲ A little revenge

The angry Q female takes her time to free Q when the U.S.S. VOYAGER arrives to rescue him and Janeway.



▲ Reconciliation

Eventually, the Q female decides to forgive her straying partner, and is prepared to listen to his proposal.

▼ Brief affair

Janeway watches as the two Q touch fingers, joining their energy to create a child.



▼ New experience

Although it seems as if nothing happened, the two Q appear very satisfied.





FILE 54 SHAPESHIFTERS

Martia: Double-Crosser

Martia is a creature previously thought to be a 23rd-century myth, a being able to transform herself into any form she desires. But her beauty is only skin deep, in more ways than one.

One of the earliest shapeshifters ever encountered by the **Federation** is **Martia**, an inmate of the **Klingon** penal facility on the asteroid **Rura Penthe**. Martia is a **chameloid**, a species of shapeshifter that was previously only rumored to exist. Martia can transform herself at will, appearing in many different guises, but her preferred form is that of an attractive female humanoid. In this form, she has dark skin, yellow eyes, and a feather-like covering over her scalp.

Martia's shapeshifting abilities allow her to assume a multitude of forms. She appears equally

comfortable shifting from a small, humanoid girl to a large, hairy male creature.

In her usual form as a humanoid female, Martia clothes herself in the typical prison garb of the inmates on the frozen asteroid Rura Penthe. She wears a collection of layered rags and furs. As a shapeshifter, she does not actually wear clothes, but instead manifests them out of her being.

Survival skills

Often, Martia can be found smoking small, hand rolled cigars. These cigars, made from various alien plants, help ward off the numbing cold of the prison.

Martia is able to understand and speak

FILE ON MARTIA

NAME: Martia

LIFE FORM: Chameloid

EVENT: In 2293, Captain Kirk and Dr. McCoy encounter a shapeshifter while on Rura Penthe, a Klingon penal colony. Before this, such creatures were only rumored to exist. She offers to use her abilities to help Kirk and McCoy escape the penal colony.

FIRST SEEN: STAR TREK VI: THE UNDISCOVERED COUNTRY



▲ The chameloid Martia is the first member of her race to be encountered by Starfleet. Before her meeting with Kirk and McCoy, chameloids were thought to be a myth.

COLD RELATIONS

★ Cool reception

The other inmates are less than friendly to the new arrivals, but Martia takes them under her wing.

★ Adaptable

Martia seems to be a valuable ally, well accustomed to dealing with threats from inmates.



★ Femme fatale

Martia first meets Kirk when she is in the form of an exotic woman. She presents herself with poise and confidence, and seems indifferent to prison life.



Martia: Double-Crosser

many languages. She converses freely with many other inmates, and appears fluent in a wide range of dialects.

Sent to the prison at Rura Penthe some time prior to 2293 for unspecified crimes, Martia uses her abilities as a chameloid

to quickly establish herself among the inmates. It appears that she has managed to impress and ingratiate herself among her fellow prisoners, and is astute at dealing with the often dangerous relationships in and among the prison population. It would also

AMAZING TRANSFORMATION

Self-serving abilities

Martia has made a deal with the prison authorities to set a trap for Captain Kirk and Dr. McCoy, making it appear as if they were killed while trying to escape. In return, she has been promised a full pardon; her sole loyalty is to herself.

Found out

Kirk's instincts remain as keen as ever, and he is not fooled by the "pleasing form" that Martia says she has assumed for him. He believes that his escape has been too easy and Martia is involved in an elaborate trap.

Shapeshift

Unlike the Changeling Odo, the chameloid seems to assume human faces with ease. Once Martia realizes her female form has lost its advantage over Kirk, she decides to steal another face – his.

True face

The chameloid appears able to change her mass and size with ease, transforming from a slight female form to a stockier male shape. It is unknown what her true form or gender is, if she even has one.

In the eyes

Kirk watches as his own face is moulded before him. The imitation is perfect, causing confusion to Dr. McCoy. The imitation Kirk is so close to the original it almost gets him killed.

★ Backfire

When the conspirators arrive to collect Kirk and McCoy, Martia is wearing Kirk's form. She is worried that they will kill her by mistake.



★ Betrayed

Unknown to Martia, the conspirators involved in Chancellor Gorkon's murder had no intention of leaving any witnesses, and intended to kill her all along.



appear that she has managed to keep her shapeshifting abilities a closely held secret, as most prisoners are unaware that she can change her form at will.

Rura Penthe is an active dilithium mine, but the penal facility prohibits females from working in the mines. Martia keeps herself from having to work the mines by maintaining a female form.

Fateful encounter

In 2293, Captain James T. Kirk and Dr. Leonard H. McCoy are sent to Rura Penthe after having been falsely convicted of the assassination of the Klingon High Chancellor Gorkon. Once there, Martia makes sure to befriend the two Starfleet officers. She helps them find appropriate clothing, and even goes out of her way to help Kirk avoid a potentially lethal confrontation with a much larger inmate. She informs Kirk and McCoy that there is a price on their heads, and that they are likely to be killed by other inmates or perhaps even the guards.

Late one evening, Martia secretly proposes a joint escape to Kirk and McCoy. She offers to provide them with a means of escape from the mines if Kirk can guarantee her safe passage off the asteroid in return.

Martia reveals her chameloid abilities to the Starfleet officers, and helps them escape from the mines by leading them through a complex maze of hidden passages

that lead to the asteroid's frozen surface. Once Martia gets Kirk and McCoy to the surface, she supplies them with heavy, warm clothing, and leads them effortlessly out of range of the protective shield surrounding the penal facility. She also has access to equipment such as signal flares.

Treachery

The ease of their escape, and Martia's easy access to supplies, correctly leads Kirk to the conclusion that all is not what it seems. In fact, Martia is working with the conspirators who assassinated Chancellor Gorkon. Her role is to lead Kirk and McCoy out of the mines, and then make sure that they are found by the prison guards. In this way, the Starfleet officers can be killed under the guise of having been shot while attempting escape. In return for her cooperation in the conspiracy, Martia is promised a full pardon for her crimes.

Betrayed

Soon after the escape, the guards locate Martia, Kirk, and McCoy. Much to her surprise, the warden of Rura Penthe kills her in an effort to cleanse the conspiracy of all witnesses. She is completely disintegrated just before the U.S.S. Enterprise NCC-1701-A rescues Kirk and McCoy. A mysterious and alluring creature, Martia lived a life of crime and treachery, but ironically dies as a result of her own devious actions.

"Give a girl a chance, captain; it takes a lot of effort."

— Martia to Kirk

Dominion Headset Viewers

The **Dominion** equip their troops with powerful starships and advanced technologies in their ongoing fight to subjugate other races. One of the most radical systems is the hands-free virtual reality headset used by the commanders of their warships.

The forces of the **Dominion** have brought their weapons and technology to bear on the **United Federation of Planets** and the nations of the **Alpha Quadrant** in order to extend the borders of their **Gamma Quadrant** holdings and conquer all who stand before them. Their front-line fighters in this conflict are the ruthless **Jem'Hadar**, who, under the command of **Vorta** administrators, fight in tightly-drilled groups on the ground and aboard combat vessels. However, the way they control their combat operations is radically different from the strategies used by most other species.

Direct input

Typically, a **Jem'Hadar Warship** will be commanded by a Vorta and a Jem'Hadar First, a rank roughly equivalent to a platoon sergeant. These two commanders are equipped with headset viewers that act as direct links to the systems and operations of their *Warship*.

Jem'Hadar vessels are not fitted with the forward viewscreens found on most spacefaring vessels. Instead, these headsets provide an exterior view to the user, and also provide a number of other functions. A series of graphics, similar to a weapon rangefinder, and a small symbol display, transmit information about a ship's systems and condition instantly and continually to the commander; thus, the Jem'Hadar First and the Vorta can always be aware of their starship's battle capabilities, a point of vital importance to a militarily-minded warrior crew.

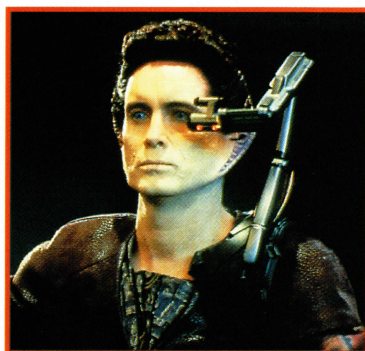
Multiple functions

The units can also relay other data and graphics, including ship-to-ship signals and subspace communications. The *Warship* headset viewer is worn over the head with a data monocle over the left eye, but a larger variant version

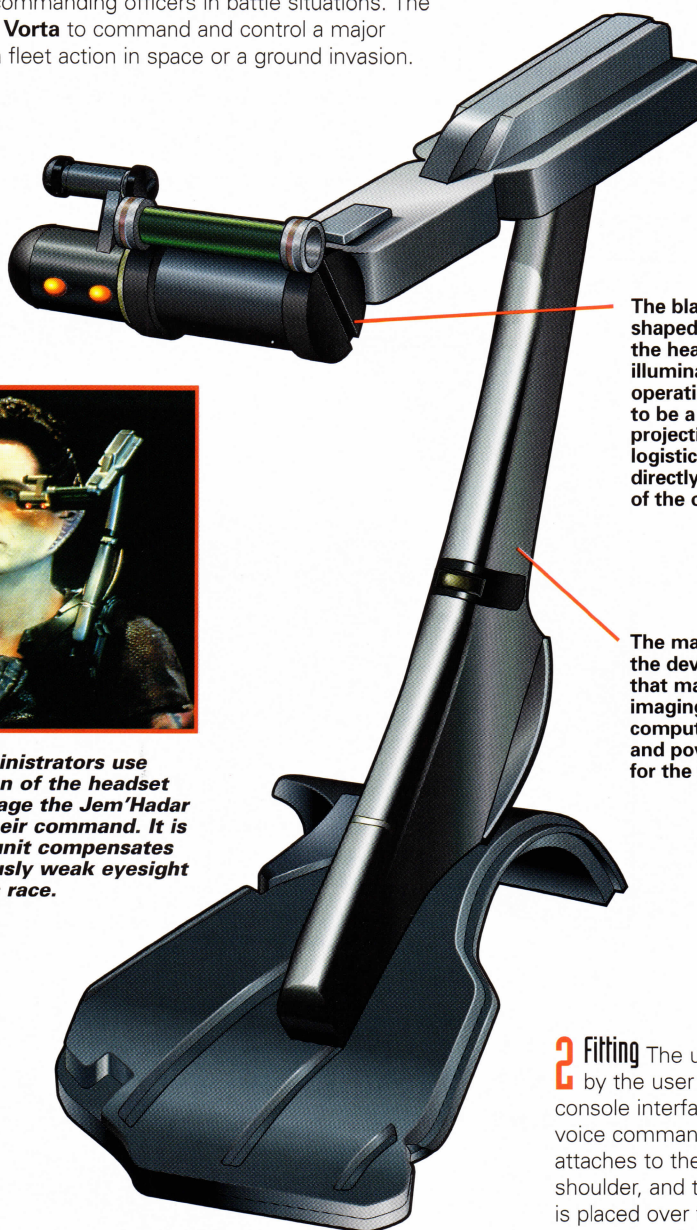
▶ Use of these headset viewers is not limited only to the agents of the Dominion; other races, including Cardassians and humans, can operate them, but some species find the devices cause stress and headaches.

COMMAND HEADSET

1 Form and function This version of the headset viewer is most often used by commanding officers in battle situations. The device allows the **Vorta** to command and control a major conflict, such as a fleet action in space or a ground invasion.



▶ Vorta administrators use this version of the headset devices to manage the Jem'Hadar troops under their command. It is likely that the unit compensates for the notoriously weak eyesight common in this race.



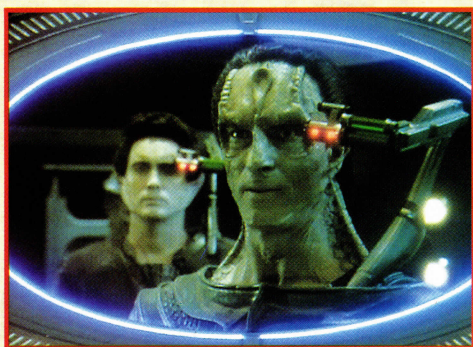
The black cylinder-shaped module at the head of the arm illuminates while in operation; it is thought to be a display unit, projecting tactical and logistical information directly into the eye of the operator.

The main structure of the device is a thin neck that may house the imaging systems, computer mechanisms, and power generation for the viewer.

2 Fitting The unit is operated by the user through a tactile console interface, or by a direct voice command. The device attaches to the user's left shoulder, and the optical display is placed over the left eye.



Dominion Headset Viewers



▲ **Cardassian military commander Gul Dukat uses a version of the Dominion headset viewer during the attack he leads on space station DEEP SPACE NINE in 2374.**

is also used by the forces of the Dominion in larger-scale operations, such as for fleet actions involving hundreds of starships, or ground actions involving numerous squads of Jem'Hadar footsoldiers.

These larger versions of the headset viewers work on the same principles as the smaller devices used on *Jem'Hadar Warships*, but they provide information and tactical data on a far greater scale. Used by Dominion military commanders to plot the course of a multiple-unit operation, these headset viewers channel data on troop movements, enemy position and tactics,

logistical concerns, and terrain straight to the eyes of those directing the battle.

In much the same way that individual Jem'Hadar Firsts can manage their ship-to-ship combats, the Dominion commanders can instantly be made aware of any opportunities on the battlefield that may arise, and then take advantage of them. The headsets also work as two-way communicators; as information comes to the commanders, orders can be issued through **subspace** communications circuits inside the devices. The use of these systems is a major contribution to the military superiority of the Dominion's forces.

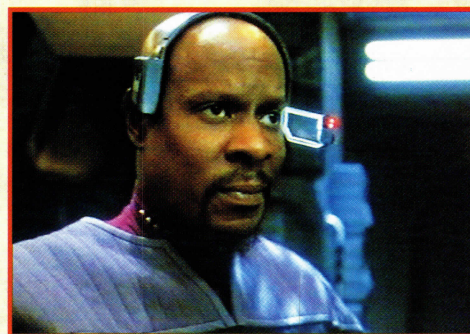
Compatible races

The headsets were designed specifically by the Dominion for use by the Vorta and the Jem'Hadar, but they can be used by any humanoid race with optical sensing organs. Humans appear to be unsuitable for prolonged use of the devices, but **Cardassian** eyes are quite capable of viewing through them for hours at a time. These headsets may at first appear to be a poor replacement for a more standard interface, but they seem to suit the servants of the Dominion perfectly well, and offer no tactical disadvantage. In the Dominion's view, the fact that the headset viewers leave only the commanders aware of the bigger picture is a distinct advantage.



▼ **These headset viewers are constructed with the Vorta and Jem'Hadar in mind, but it appears that Cardassian physiology is also highly compatible with them; Cardassians suffer no ill effects.**

▼ **Human eyes and neural pathways are not best suited to operate the headset viewers used by the crew of a JEM'HADAR WARSHIP; prolonged use of these devices causes severe headaches and fatigue.**



WARSHIP HEADSET

1 Functions The warship headset performs a variety of tasks; in its most basic operations, the unit acts in place of a standard viewscreen, but it also manages combat operations and shipwide control functions.

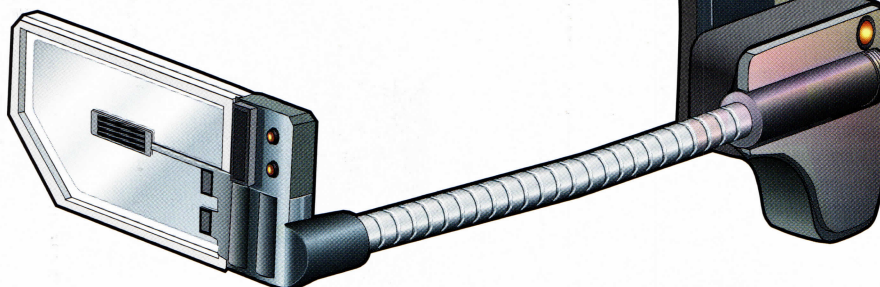
2 Monocle The headset user receives constantly updated information through a transparent monocle; this display can be an exterior view of the space outside the warship, or a direct relay of data from a tactical or operations station. **Subspace** communications can also be channeled through the unit.

3 Construction The headset viewer devices are fabricated from the same dull silver-gray metallic alloys used in other items of **Jem'Hadar** technology, such as their energy weapons. Like all **Dominion** hardware, the device is tough and resilient.



▲ **JEM'HADAR WARSHIPS are equipped with two headsets. They are worn here by Captain Sisko and Elim Garak, but would normally be used by the commanding Vorta and Jem'Hadar First.**

The headset viewer is activated by a control stud at the back of the monocle arm; when operating, red indicator lights illuminate.





'The Child'

Counselor Deanna Troi is impregnated by a mysterious ball of energy and gives birth to a healthy baby boy. However, her rapidly aging child inadvertently poses a great danger to the crew of the *U.S.S. Enterprise NCC-1701-D*.

CAPTAIN'S LOG

STARDATE 42073.1

"There has been an outbreak of an unclassified plasma plague in the Rachelis system. We are on an emergency run to collect specimens ... and transport them to the SCIENCE STATION TANGO SIERRA."

Dr. Crusher has been promoted to the headship of **Starfleet Medical**; the *U.S.S. Enterprise NCC-1701-D* is assigned a new doctor, **Katherine Pulaski**. Chief Engineer **Geordi La Forge**, who is also newly promoted, shows **Captain Picard** and **Commander Riker** a containment module he has designed to hold **plasma plague** specimens due to be picked up from 'audet IX.

Later, Pulaski fails to report to the bridge. Picard is informed she is in **Ten-Forward**; he finds her sitting with **Deanna Troi**, and to his surprise the doctor reports that Troi has been impregnated by an energy sphere that recently breached the *Enterprise* hull.

Rapid growth

Troi's child is growing at an astonishing rate. It will be born in 36 hours as opposed to the **Betazoid** gestation period of 10 months. The *Enterprise* reaches 'audet IX, and Picard arranges the specimen transfer with **Lt. Commander Hester Dealt**, a trustee of the **Federation Medical Collection Station**.

Troi gives birth to a healthy baby boy. But her son ages rapidly, and by the time Picard sees **Ian Andrew Troi** he is the size of a four year old, and is already able to speak.

The deadly specimens are safely transported aboard, and a course is set for the **Rachelis system**; however, one of the plasma plagues starts to grow, and threatens to break out of its containment pod.

Ian tells his mother he poses a danger to the entire crew, and deliberately lapses into unconsciousness. Data discovers the boy is emitting **eichner radiation**, and this is stimulating the plasma plague. Ian's physical humanoid form 'dies', and he reverts to a ball of energy that departs the ship. Before he leaves, Ian tells Troi he is a life force entity; curious about humans, he decided the best way to learn about them was to go through the birth process and live among them. He never meant to cause any harm. The *Enterprise* reaches Rachelis and, when transportation of the specimens is complete, Dealt sets to work finding an antidote.

STARSHIP FACTS

Wesley decides to stay on the *U.S.S. Enterprise* rather than leave with his mother, Dr. Crusher. Guinan helps him to reach his decision.

ON SCREEN...



1 The *U.S.S. ENTERPRISE* is assigned a new doctor, Katherine Pulaski. Her forthright manner irritates Picard, especially when she fails to report to the bridge.



2 Geordi La Forge, the new chief engineer designs a containment module that will safely store the deadly plague specimens due to be picked up from 'audet IX.



3 Counselor Deanna Troi has been mysteriously impregnated by an energy sphere that penetrated the *U.S.S. ENTERPRISE*. She gives birth just 36 hours later.



4 Deanna names her son after her human father, Ian Andrew Troi. Data has to correct Dr. Pulaski on the pronunciation of the child's name.



5 After the plague specimens are beamed into the containment modules, one of the plasma plagues threatens to leak; Data discovers that Ian is the cause.



6 Deanna sits by her son's bedside as Ian dies and reverts to his natural form, a ball of energy. She is saddened by the loss of the child she had for so short a time.





'Where Silence Has Lease'

In a formless void, the crew of the *U.S.S. Enterprise NCC-1701-D* are trapped like rats in a laboratory maze, subjected to a series of tests by a powerful and callous entity that wishes to understand the concept of death.

MEDICAL LOG

STARDATE 42193.6

"We are on a long reach toward the Morgana Quadrant, a section of the Galaxy which has yet to be visited by a manned Federation vessel. We are using the time to further detail the charts of this region."

The *U.S.S. Enterprise NCC-1701-D* reaches the **Morgana Quadrant**, an unvisited region of the Galaxy. A vast black void appears in space that seems to be without matter or energy of any kind. As the *Enterprise* draws closer, the void envelops the ship.

Riker instructs **Wesley** to set a reverse course for the **Cornelian star system**, but the *Enterprise* cannot be moved.

Worf detects a cloaked **Romulan Warbird**; it scores a direct hit on the *Enterprise*. Picard returns fire, instantly destroying the Romulan craft, but the captain finds this a suspiciously easy victory. The *Enterprise* is then approached by its sister ship, the *U.S.S. Yamato NCC-71807*. When Riker and Worf beam over, they find they cannot communicate with the *Enterprise*. The *Yamato* is deserted; they are stranded on some type of simulacrum.

Warp power is inexplicably restored to the *Enterprise*, and a small parting in the void begins to open. Contact is reestablished with the away team, and they are beamed back. Moments later, the *Yamato* disappears, and the gap in the void closes.

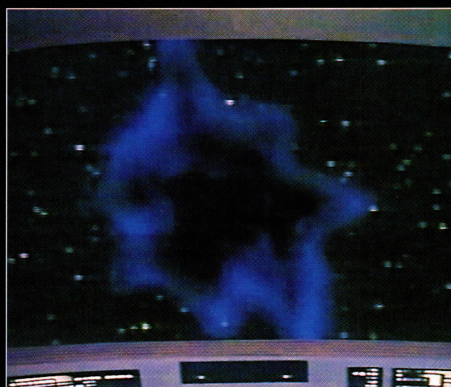
Laboratory rats

A large face appears on the *Enterprise's* viewscreen and addresses Picard. The entity is called **Nagilum**, and it intends to obliterate half of the *Enterprise* crew to gain a fuller understanding of human mortality. Nagilum feels humans have very little value.

Picard decides to destroy the *Enterprise* rather than let Nagilum arbitrarily slaughter his people; he initiates the autodestruct sequence. With the clock ticking, the ship is powered toward another opening in the void. Convinced this is yet another trick, Picard decides not to cancel the autodestruct until the last moment. With seconds to spare, the ship breaks free of the void.

Nagilum contacts Picard and claims it let the *Enterprise* go, as it has learned all it needed to know of how humans face death. Nagilum still looks upon humans with disdain, but Picard points out that they share at least one trait: curiosity.

ON SCREEN...



1 Upon reaching the Morgana Quadrant, Riker and Data report to Captain Picard the appearance of a strange void in space. As far as ship's sensors can detect, it contains neither energy nor matter.



2 Worf detects the approach of a ROMULAN WARBIRD which attacks and strikes the U.S.S. ENTERPRISE. Captain Picard is unaware that this is the start of a series of experiments.



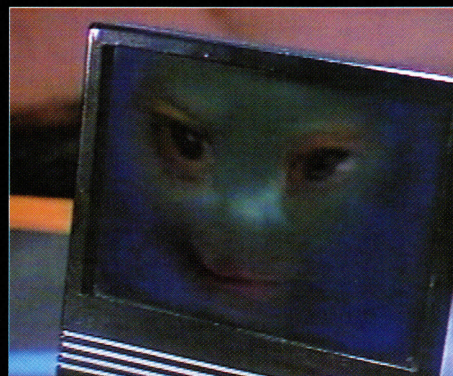
3 Riker and Worf transport to the U.S.S. YAMATO and discover an empty ship; it is a copy. They are trapped there, unable to return to the U.S.S. ENTERPRISE.



4 Nagilum informs Captain Picard that it intends to use his crew as experimental subjects. It shows no qualms when it randomly kills a crewman.



5 Picard is outraged by Nagilum's decision to kill half of his crew. He initiates the autodestruct system rather than allow his people to die at Nagilum's whim.



6 The U.S.S. ENTERPRISE breaks free, and Picard acknowledges that, though they share the trait of curiosity, Nagilum possesses a far more callous nature.

STARSHIP FACTS

A Nagilum's true form is unknown, but it understands the concept of male and female, and imitates a human face when dealing with the crew.



'A Man Alone'

Constable Odo is suspected of murdering an old enemy from the days of the Cardassian occupation of Bajor. Commander Sisko is forced to relieve the constable of his duties as a surge of prejudice rises up against the Changeling.

'A MAN ALONE'

"Some Bajorans actually consider Ibudan a hero, but I saw him let a child die when the parents couldn't afford the drug that would've saved his life."
— Odo to Sisko

Odo spies an old enemy in **Quark's bar**, a **Bajoran** called **Ibudan**, who used to run black market goods during the **Cardassian** occupation. When Odo tells the Bajoran to leave the station, **Commander Sisko** has to prevent the pair from fighting. Odo later informs Sisko that Bajorans suffered during the occupation while Ibudan turned a profit. Odo sent him to prison for killing a Cardassian officer, but he has been released by the **Bajoran provisional government**.

Later, **Dr. Bashir** is called to a **holosuite**; Ibudan has been murdered. The suite's computer logs show Ibudan entered alone and secured the space; 13 minutes later, the door was opened and the killer left. Nobody beamed in or out of the room.

Odo's shapeshifting abilities, and his enmity toward Ibudan, make him the obvious suspect. **Zayra**, the Bajoran who operates the station's transit aid center, alleges Ibudan was afraid Odo would kill him. Eventually, Sisko bows to Zayra and his followers, and relieves Odo of his duties.

Prime suspect

A search of Ibudan's quarters uncovers medical equipment. In sickbay, **Dax** and Bashir begin to recreate the experiment on which Ibudan had been working.

A mob gathers around Odo's office. Sisko arrives with security and tries to calm the violent crowd. Then Bashir arrives with astonishing news – the man who was killed was not Ibudan, but a clone that Ibudan created with knowledge gained during his prison stay; he killed his clone to frame Odo. Julian has now grown another Ibudan clone – in two days it will be a living, breathing member of Bajoran society.

Disguised as a chair, Odo infiltrates the quarters of a new arrival to the station. The Constable rips off **Lamonay's** mask, revealing his old adversary Ibudan. Ibudan is arrested for killing his clone and handed over to the Bajoran authorities, but Zayra has no intention of apologizing to Odo.

ON SCREEN...



1 From a seat in Quark's bar, Odo observes the comings and goings on **DEEP SPACE NINE's Promenade**. Suddenly, he sees an old enemy playing on the dabo tables.



2 Dr. Bashir is summoned to a holosuite, where he finds Sisko and Odo gathered around the corpse of Odo's old enemy; Ibudan was killed during a massage holoprogram.



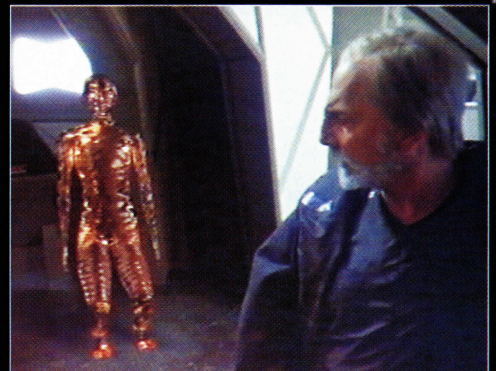
3 Dax and Bashir search Ibudan's spacious quarters for evidence, and find medical equipment there. It appears Ibudan was in the middle of some kind of experiment.



4 Odo is taunted in Quark's bar and chased by an angry mob to his office; Ibudan's murder has unveiled the underlying prejudice against the Changeling.



5 Sisko tries to calm the crowd by making a speech about justice. Fortunately, Bashir arrives in time to reveal that Ibudan's 'death' was an elaborate hoax to frame Odo.



6 Ironically, it is Odo's shapeshifting skills that finally clear his name; he uses them to lift the mask from his hidden enemy, proving that he is innocent of murder.

STARSHIP FACTS

After watching Jake Sisko and Nog get up to all sorts of mischief, Keiko O'Brien decides to run the station's first school.





'Past Prologue'

During the **Cardassian** occupation of **Bajor**, an extreme terrorist faction of the Bajoran underground was formed. Now one of their former members seeks asylum on **Deep Space Nine**, and the loyalties of Major Kira Nerys are severely tested.

'CAPTIVE PURSUIT'

"Tahna Los is Kohn-Ma. Not even the Bajorans would grant his kind asylum."

— Gul Danar

Close to **Deep Space Nine**, a **Bajoran Scout Ship** is attacked by a **Cardassian** war vessel. Its occupant is a male Bajoran, **Tahna Los**, who requests political asylum; he is beamed onto the station. The Cardassian craft, commanded by **Gul Danar**, hails the station demanding custody of Tahna as he is a former member of the **Kohn-Ma**, extremist Bajoran terrorists.

Kira knew Tahna from the Bajoran underground, and asks **Sisko** to give him asylum. He claims to have renounced the Kohn-Ma. The next day, however, the **Klingon** sisters **B'Etor** and **Lursa** visit the station to meet secretly with him. Kira realizes he has not foresworn his violent past, and he admits this when he asks Kira to procure him a small craft for an unspecified purpose. Kira informs Sisko of his scheming.

Dirty dealings

B'Etor and **Lursa** visit **Garak**, the station's Cardassian tailor, and tell him of their plan to hand Tahna over to the Cardassians in exchange for **gold-pressed latinum**. They are due to meet and sell him a cylinder of **bilitrium** on the dark side of **Bajor VIII's** lower moon; with the aid of an antimatter convertor Tahna stole from the Cardassians, bilitrium can be used to make a powerful bomb. Garak ensures Bashir overhears this conversation, and the doctor reports it to Sisko. The commander gives Tahna and Kira use of a **Runabout**, while he and **O'Brien** travel ahead to Bajor VIII in the **U.S.S. Ganges NCC-72454**.

At the rendezvous, **B'Etor** and **Lursa** collect their fee, deliver the bilitrium, and make a swift exit. The Kohn-Ma intend to collapse the entrance to the wormhole, isolating **Bajor** from what they consider to be the **Federation's** malign influence. Tahna heads through the wormhole; the **Ganges** follows. Sisko hails Tahna and tells him to surrender, or else Cardassian reinforcements will be brought into play. After a fierce struggle with Kira, Tahna abandons his attack, preferring to live and fight another day.

ON SCREEN...



1 A former Bajoran terrorist is rescued from an attacking Cardassian warship. Kira Nerys knows Tahna Los from her days as a freedom fighter.



2 The Duras sisters arrive on **DEEP SPACE NINE** the next day for a secret meeting with Tahna. They arrange payment for a highly dangerous explosive.



3 The Duras sisters confide in Garak their plans to double-cross Tahna. Garak makes sure that Bashir eavesdrops on the conversation, so Sisko will find out.



4 After hearing the doctor's account, Sisko allows Kira to give Tahna access to a **RUNABOUT**, the **YANGTZE KANG**; he and O'Brien follow in the **U.S.S. GANGES**.



5 Kira is horrified that Tahna Los plans to collapse the Bajoran wormhole in order to cut the Federation's link to Bajor. She is determined to stop him.



6 Tahna eventually gives himself up; Kira tries to tell him that his methods are no longer suitable for today's Bajor, but he can only see her as a traitor.

STARSHIP FACTS



Kira claims to still have guilty nightmares about the Bajoran rebels' raid in the Haru outposts.

H continued

Holna IV

This planet was rich with mizinite deposits. During **Dominion/Federation** border negotiations, **Weyoun** offered Holna IV, secretly hoping to gain the **Kabrel System**, according to the analysis of several genetically engineered misfits. (*Starship Log: 'Statistical Probabilities' [DS9]*) **SEE FILES 3, 16, 70**

Holo-Transference Dementia Syndrome

This psychological condition is caused when an individual becomes so engaged in a **holodeck** story's reality that they believe themselves to be the holodeck character, and completely suppress their own identity. (*Starship Log: 'Projections' [VOY]*) **SEE FILES 56, 71**

holocomic books

Children's holographic reading material. As a child, **Tom Paris** perused a collection of **holocomics** provided in his pediatrician's waiting room. (*Starship Log: 'Cathexis' [VOY]*) **SEE FILES 43, 71**

holocommunicator

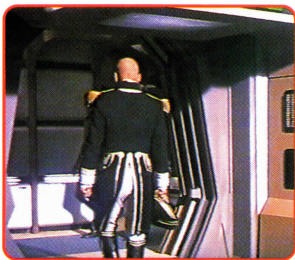
A new communicator that simulates in-the-flesh conversation by creating a holographic image of the confere on a single **transporter**-like platform. Units were installed on **Deep Space Nine**, the **U.S.S. Defiant**, and the **U.S.S. Malinche** in 2373. (*Starship Log: 'For The Uniform' [DS9]*) **SEE FILES 27, 28, 31, 59, 70**

holodeck

The **holographic environment simulator**, or holodeck, is a virtual reality system that creates or recreates beings, places, and situations using a combination of **transporter** and tractor beam technologies. Holodecks are installed on most large **Starfleet** vessels and starbases by the mid 2360's. (*Starship Log: 'Booby Trap' [TNG]*) **SEE FILES 25, 26, 27, 29, 59, 69, 70, 71, 78, 79**

holodeck and holosuite programs

Holodeck programs provide the parameters for the computer to follow when creating holodeck realities. (*Starship Log: 'Encounter at Farpoint' [TNG]*, 'Emissary' [DS9], 'Caretaker' [VOY], **Star Trek Generations**, **Star Trek: First Contact**) **SEE FILES 25, 27, 29, 59, 69, 70, 71, 78, 79**



holodeck arch

SEE arch

Users enter and leave the virtual world made by the holodeck through an arch that uses voice or manually operated computer controls.

holodeck grid

On the **U.S.S. Voyager NCC-74656**, the holodeck grid is a self-contained and self-powered component. When a program is running within the holodeck, the holodeck grid cannot be directly accessed from Engineering. (*Starship Log: 'Projections' [VOY]*) **SEE FILES 29, 71**



Holodeck and holosuite programs have transformed the leisure time of the 24th century. Users can play out their fantasies, such as **Dr. Julian Bashir's** desire to be a secret agent.

holodeck imaging processor

This system, also known as the **holographic imaging processor**, is part of the **holodeck imagery subsystem**. It creates the holodeck's depth-of-field via projected 3D objects and background scenery. It is developed via an intricate forced perspective logarithm, but the processor is vulnerable to plasmonic energy. (*Starship Log: 'Homeward' [TNG]*) **SEE FILES 18, 25, 59, 69**

holodeck matter

Any object, ranging from people to weapons, that is created as required by the holodeck system to complete the illusion of reality. It vanishes if removed from the holodeck. (*Starship Log: 'The Big Goodbye' [TNG]*) **SEE FILES 59, 69**

holodeck reactors

The **U.S.S. Voyager NCC-74656's** holodeck system is powered by a dedicated reactor, making it incompatible with all other systems on the ship. (*Starship Log: 'Parallax' [VOY]*) **SEE FILES 29, 59, 71**

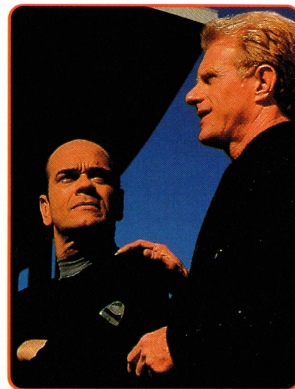
holodiction

A contraction of **holodeck addiction**, used to describe the situation in which a person's virtual life on the holodeck becomes more important than their real life. **Reginald Barclay** suffered from holodiction in 2366. (*Starship Log: 'Hollow Pursuits' [TNG]*) **SEE FILES 43, 56, 69**

holoemitter, autonomous

A **holodeck**-on-an-armband created by **Henry Starling** using 29th-century **Federation** technology stolen from the **Timeship Aeon**, and given to the **U.S.S. Voyager NCC-74656's** **EMH**, allowing him to function anywhere. When the EMH returned to the 24th century, he took the holoemitter with him. (*Starship Log: 'Future's End', Part I [VOY]*) **SEE FILES 43, 56, 66, 71**

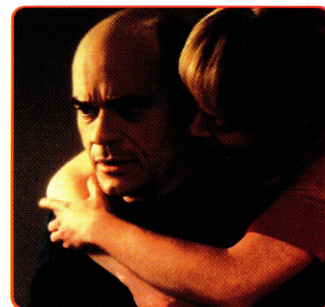
Starling created the autonomous holoemitter using technology from the future.



holoemitter, mobile

SEE holoemitter, autonomous

Holna IV
Holo-Transference Dementia Syndrome
holocomic books
holocommunicator
holodeck
holodeck and holosuite programs
holodeck arch
holodeck grid
holodeck imaging processor
holodeck matter
holodeck reactors
holodiction
holoemitter, autonomous
holoemitter, mobile
holoemitters
holoengineers
holofilter
hologenerator
holographic doctor
holographic datastream
holographic emitters
holographic environment simulator
holographic imaging processor
holographic information module
holographic memory core
holographic projector
holographic taxonomy
holographic waiters
holoimager
holoimaging array
holomatrix
holomemory core
holonovel



The EMH once imagined that he was a real person suffering from Holo-Transference Dementia Syndrome.



The crew of the **U.S.S. ENTERPRISE NCC-1701-D** often used the holodeck to celebrate special occasions.





holoemitters SEE **holographic emitters**.

holoengineers The engineers, such as **Dr. Lewis Zimmerman**, who create virtually sentient holographic life forms such as the **EMH**. Even experts in **holotechnology** such as **Harry Kim** cannot replicate the efforts of experienced holoengineers. (*Starship Log*: 'Message in a Bottle' [VOY]) SEE FILES 43, 59, 71

holofilter This filter in visual communication systems masks a speaker's appearance, and replaces it with a new image. A holofilter allowed **Sisko** to appear as a **Kobheerian** in 2371, and **Gul Dukat** to appear **Klingon** in 2373. (*Starship Log*: 'Second Skin' [DS9]) SEE FILES 59, 70



▶ **Rurigan used a hologenerator to create an entire village on the planet Yadera II.**

hologenerator A self-contained, often portable holographic generator unit. A hologenerator on **Mintaka III** protected **Federation** observers until it failed in 2366. On **Yadera II**, an alien hologenerator 'populated' a village. (*Starship Log*: 'Who Watches the Watchers' [TNG], 'Shadowplay' [DS9]) SEE FILES 18, 59, 69, 70

holographic doctor SEE **Emergency Medical Hologram** and **Emergency Medical Hologram Mark II**

holographic datastream This powerful signal transmission process can be used for projecting holographic characters down any route that can carry computer programs or any other form of electronic information. After communications signals degraded over the **Hirogen's** communications network, the **U.S.S. Voyager** sent through the **EMH** as a holographic datastream. In this way, he successfully traversed the network and rematerialized on a **Federation** ship, the **U.S.S. Prometheus**, in the **Alpha Quadrant**, tens of thousands of light years away. He returned to *Voyager* by the same method. (*Starship Log*: 'Message in a Bottle' [VOY]) SEE FILES 31, 56, 71

▶ **A holographic datastream allowed the EMH of the U.S.S. VOYAGER to travel to the Alpha Quadrant, where he met the EMH Mark II and was able to save a prototype Starfleet ship from being stolen by Romulans.**



holographic emitters Also known as **holoemitters**. A shorthand reference to the many components that produce holographic images and matter. **B'Elanna Torres** installed holoemitters throughout the **U.S.S. Voyager** to give the **EMH** freedom to move around the ship. (*Starship Log*: 'Twisted' [VOY]) SEE FILES 29, 56, 71

holographic environment simulator SEE **holodeck**

holographic imaging processor SEE **holodeck imaging processor**

holographic information module A holographic message container of the type discovered by **Data** within **Dr. Juliana Tainer's** skull that contained a message from **Dr. Soong**, asking the viewer not to reveal to **Tainer** her android status. (*Starship Log*: 'Inheritance' [TNG]) SEE FILES 55, 69

holographic memory core Also known as the **holomemory core**, this is the memory processing and storage system for the **U.S.S. Voyager's** holographic systems. When the **EMH** believed he was the real **Dr. Lewis Zimmerman**, suffering from **Holo-Transference Dementia Syndrome**, he proposed destroying the core to prove his status. (*Starship Log*: 'Projections' [VOY]) SEE FILES 43, 56, 71

holographic projector Part of the **holographic imaging system** that creates holograms in the **holodeck** via **hologenerators**, in briefing room displays, and in sickbay when an **Emergency Medical Hologram** is installed. (*Starship Log*: 'Shadowplay' [DS9], 'Persistence of Vision' [VOY]) SEE FILES 43, 59, 70, 71

holographic taxonomy **Neelix's** 'Good Morning Voyager' series devoted a segment to the peculiar art of holographic taxonomy. **Ensign Kaplan** provided his unique insight on the topic. (*Starship Log*: 'Macrocism' [VOY]) SEE FILES 43, 71

holographic waiters This **Lisepian** program created virtual workers for **Quark** – in his own image – when his employees went on strike. Various energy sources intermittently disrupted the system. (*Starship Log*: 'Bar Association' [DS9]) SEE FILES 27, 51, 70

holoimager This device captures holographic images that can then be incorporated into a **holodeck** program, or viewed as a static image. It is illegal to use a holoimager on someone if they have not given their permission. (*Starship Log*: 'Meridian' [DS9]) SEE FILES 51, 59, 70

holoimaging array This collection of systems and subsystems composes the **holodeck imaging process**. (*Starship Log*: 'Our Man Bashir' [DS9]) SEE FILES 27, 59, 70

holomatrix Basically, the **EMH's** body; the holomatrix is protected by a containment field. If it collapses, it takes several hours to completely reinitialize. (*Starship Log*: 'Projections' [VOY]) SEE FILES 56, 71

holomemory core SEE **holographic memory core**

holonovel A longform story, with a beginning, middle and an end, often created by a professional or adapted from classic literature. The user generally assumes the lead role in the drama. (*Starship Log*: 'The Big Goodbye' [TNG], 'Heroes and Demons' [VOY]) SEE FILES 25, 29, 69, 71

▶ **Classic tales such as the epic poem 'Beowulf' are favorite subjects for holonovels.**

